

Modern Era

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

Characteristics

STR	<input type="text"/>	DEX	<input type="text"/>	INT	<input type="text"/>
CON	<input type="text"/>	APP	<input type="text"/>	POW	<input type="text"/>
SIZ	<input type="text"/>	EDU	<input type="text"/>	Move Rate	<input type="text"/> +1 -1

HIT POINTS

Current HP

Max HP Major Wound Temp. Insane Indef. Insane

Start

Max

LUCK

Luck Total

SANITY

Current Sanity

MAGIC POINTS

Current MP

CALL of CTHULHU

*Horror Roleplaying in the Worlds
of H.P. Lovecraft*

Skills					
<input type="checkbox"/> Accounting [05%]	<input type="text"/>	<input type="checkbox"/> Elec Repair [10%]	<input type="text"/>	<input type="checkbox"/> Language [Own] (EDU)	<input type="text"/>
<input type="checkbox"/> Anthropology [01%]	<input type="text"/>	<input type="checkbox"/> Electronics [01%]	<input type="text"/>	<input type="checkbox"/> Law [05%]	<input type="text"/>
<input type="checkbox"/> Appraise [05%]	<input type="text"/>	<input type="checkbox"/> Fast Talk [05%]	<input type="text"/>	<input type="checkbox"/> Library Use [20%]	<input type="text"/>
<input type="checkbox"/> Archaeology [01%]	<input type="text"/>	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="text"/>	<input type="checkbox"/> Listen [25%]	<input type="text"/>
<input type="checkbox"/> Art / Craft [05%]	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Locksmith [01%]	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Mech. Repair [10%]	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Firearms [Handgun] [20%]	<input type="text"/>	<input type="checkbox"/> Medicine [01%]	<input type="text"/>
<input type="checkbox"/> Charm [15%]	<input type="text"/>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="text"/>	<input type="checkbox"/> Natural World [10%]	<input type="text"/>
<input type="checkbox"/> Climb [20%]	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Navigate [10%]	<input type="text"/>
<input type="checkbox"/> Computer Use [05%]	<input type="text"/>	<input type="checkbox"/> First Aid [30%]	<input type="text"/>	<input type="checkbox"/> Occult [05%]	<input type="text"/>
Credit Rating [00%]	<input type="text"/>	<input type="checkbox"/> History [05%]	<input type="text"/>	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="text"/>
Cthulhu Mythos [00%]	<input type="text"/>	<input type="checkbox"/> Intimidate [15%]	<input type="text"/>	<input type="checkbox"/> Persuade [10%]	<input type="text"/>
<input type="checkbox"/> Disguise [05%]	<input type="text"/>	<input type="checkbox"/> Jump [20%]	<input type="text"/>	<input type="checkbox"/> Pilot [01%]	<input type="text"/>
<input type="checkbox"/> Dodge [half DEX]	<input type="text"/>	<input type="checkbox"/> Language [Other] [01%]	<input type="text"/>	<input type="checkbox"/> Psychology [10%]	<input type="text"/>
<input type="checkbox"/> Drive Auto [20%]	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Psychoanalysis [01%]	<input type="text"/>

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	_____	_____	_____	1d3 + db	-	1	-	-
	_____	_____	_____		_____	_____	_____	_____
	_____	_____	_____		_____	_____	_____	_____
	_____	_____	_____		_____	_____	_____	_____
	_____	_____	_____		_____	_____	_____	_____
	_____	_____	_____		_____	_____	_____	_____
	_____	_____	_____		_____	_____	_____	_____

Combat

Damage Bonus

Build

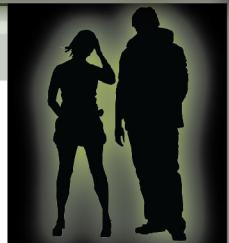
Dodge



Backstory

Personal Description _____

Traits _____



Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

Gear & Possessions

Cash & Assets

Spending Level _____

Cash _____

Assets _____

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success: Fumble Fail Regular Hard Extreme Critical
100 / 96+ > skill ≤ skill ½ skill ¼ skill 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

